
Photo: Andy Ryan.
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Students Zachary Balgobin, Sara Falcone, Orli Hakanoglu, and Kate Weishaar demonstrate their final group project, Levitating Assemblage, for 4.022 Architecture Design Foundations taught by Skylar Tibbits in Spring 2015.
When you apply to MIT, you apply to the entire university, not to a specific major or school. All first-year students begin MIT with an undeclared major. During freshman year, MIT will provide academic fairs, lectures, seminars, and other programs to help students determine which major will suit them best; they then are free to choose from MIT’s majors, without any additional requirements or admission procedures.

MIT offers a total of 50 major and 56 minor programs. Choosing a major is an important decision and is not necessarily the same as choosing a career, but for many students, their undergraduate major choice leads directly to a specific field and/or career. MIT is an interdisciplinary institution with a wealth of ongoing cross-departmental research.

Students declare their majors prior to their sophomore year, though most students do so by the end of freshman year. Data on how many students choose each major is available from the MIT Registrar’s Office. Approximately 15 percent of students choose to double major; students may also choose up to two minors. Students who successfully complete a minor program will have the field of study specified on their student transcript, thus giving recognition of focused work in the discipline.
First-Year Exploratory Subjects

Freshman Pre-Orientation Program (FPOP)
FPOP is offered in August as a way for incoming freshman to get a sneak preview of the school. The program provides a brief overview of the school and a four-day whirlwind tour of Boston. Students actively engage with the places visited by asking questions about how the buildings and neighborhoods change over time, how they are used by residents and visitors, and how they interact with their context. Students work on a hands-on project with assistance from current majors. FPOP program information can be found on the Undergraduate Advising and Academic Programming website.

4.100 Design Workshop: Fabricating Function
3 UNITS, IAP
Through drawing, modeling, and fabricating full-scale functional objects, students experience the traditional architectural sequence of schematic design, design development, presentation drawings, fabrication drawings, fabrication, use and analysis. Students explore the parallel histories of architecture and furniture and functional object design. Emphasis is placed on the evolution of the thought process and techniques used for the design and construction of buildings and the design and fabrication of furniture or functional objects within buildings. Lab fee. Limited to 15; preference to freshmen.

4.02A Introduction to Architecture Design Intensive
9 UNITS, IAP
This class is for students who are intending to major in architecture, or students who are curious about architectural education. It is the first in a series of required architecture studios, and combines hands-on practice with design theory. The class meets daily for three weeks during IAP and students receive HASS/Art credit. It is the equivalent of 4.021 offered during the fall term.
4.031 Design Studio: Objects and Interaction
12 UNITS, FALL + SPRING
An overview of design as the giving of form, order, and interactivity to the
objects that define our daily life. Instruction follows the path from project to
interactive product through lectures and studio assignments. Teaches the
overall design process, preparing students for work in a studio environment.
Emphasizes design development and constraints. Topics include the analysis of
objects; interaction design and user experience; design methodologies, current
dialogues in design; economies of scale vs. means; and the role of technology
in design. Provides a foundation in prototyping skills such as carpentry, casting,
digital fabrication, electronics, and coding.

4.032 Design Studio: Information and Visualization
12 UNITS, SPRING
Provides an introduction to working with information, data and visualization
in a studio based learning environment. Studies the history and theory of
information, followed by a series of projects in which students apply the ideas
directly. Progresses though basic data analysis, visual design and presentation,
and more sophisticated interaction techniques. Topics include storytelling and
narrative, choosing representations, understanding audiences, and the role of
designers working with data.

4.101 Design Studio: Introduction to Design Techniques and Technologies
9 UNITS, SPRING
Introduces core principles, techniques and technologies for design across a
wide range of media in a studio environment. Provides a dynamic laboratory to
explore ideas related to form, materials, tools, systems, and structures through
project-based exercises. Teaches skills in design process, critical observation,
and tools for the translation of design concepts into digital and physical
constructs. Utilizing traditional and contemporary tools, the subject is taught by
faculty across various design disciplines in order to expose students to a unique
cross-section of design inquiry.
4.110J Design Across Scales and Disciplines
12 UNITS, SPRING
This joint subject with Media Arts and Sciences explores the reciprocal relationships between design, science, and technology. It covers a wide range of topics, such as industrial design, architecture, visualization/perception, design computation, material ecology, environmental design and environmental sustainability. Students examine how transformations in science and technology have influenced design thinking and vice versa, and develop methodologies for design research by collaboration on design solutions to interdisciplinary problems. It satisfies the HASS/Art requirement.

4.605 A Global History of Architecture
12 UNITS, SPRING
This popular introductory class is a survey on the history of architecture and urbanism from Ancient Egypt to the present. The course satisfies one of the required classes for the major, the HASS/Art requirement, and provides a solid background for other classes in architecture history.
MIT's Architecture Undergraduate Program provides both a deep and broad education in the field of architecture within the context of a leading school of science and technology. Situated in MIT's rich and intense educational environment, the program emphasizes the interconnected relationship between architectural design, building technology, computation, history, theory and criticism of architecture and art. The Department's extensive offerings reflect the program's commitment to the cultural, social, political, technological and ecological issues of the built environment. Committed to a rigorous and interdisciplinary approach throughout the program, our students are challenged to be creative, innovative, and responsible leaders in the field.

Our curriculum is carefully structured to establish an intellectual and disciplinary context for students to develop an understanding of architecture as a form of contemporary cultural production tied to larger social, economic and political issues. The range of studios, lectures, workshops and seminars provides an active learning environment in which individual creativity and criticality can be nurtured. The program is continually evolving to engage new ways of thinking about architecture and architectural education. Approximately 250 students register in the department each year, of whom about 20 are undergraduate majors. The Department offers over 100 courses annually (graduate and undergraduate) taught by a faculty of 55.
Final projects from 4.101 Exploring Design: Thinking through Making taught by Skylar Tibbits, Caitlin Mueller, and Jessica Rosenkrantz.

In front: ‘Strength in Numbers’ by William Wu, Lisbeth Acevedo, and Hannah Lienhard, is a 24-foot spanning structure. Its two symmetrical arms, each broken into four groups of three tetrahedral units, are able to curl in response to tensioned control ropes. In addition, the structure is reversibly manufactured: it can be broken apart into component pieces as easily as it is assembled and deployed.
‘Vertebrae’ by Justina Yang, Maggie Hughes, and Marcas Smith, consists of two flexible, segmented obelisks made from blocks of foam. Each tower can be manipulated to stand vertically or bend in three directions by either tensioning or relaxing cords which run through the towers.
Bachelor of Science in Architecture 
Curriculum

The Bachelor of Science in Architecture (BSA) degree is granted once all 17 General Institute Requirements (GIRs) as well as the department requirements of 192 units have been completed. All architecture majors will take the following core subjects during the sophomore or junior year.

- 4.021 Introduction to Architecture Design (HASS-A, 12 units) or
- 4.02A Introduction to Architecture Design Intensive (HASS-A, 9 units, taken during IAP)
- 4.022 Architecture Design Foundations (12 units)
- 4.302 Foundations in the Art, Design, & Spatial Practices (CI-M, 12 units)
- 4.401 Environmental Technologies in Buildings (12 units)
- 4.440J Building Structural Systems 1 (REST, 12 units)
- 4.500 Introduction to Design Computing, (12 units)
- 4.603 Understanding Modern Architecture, (HASS-A, 12 units)

In the junior and senior years, students take the following more advanced subjects —

- 4.023 Architecture Design Studio 1 (CI-M, 24 units)
- 4.024 Architecture Design Studio 2 (24 units)
- 4.025 Architecture Design Studio 3 (24 units) or
- Two subjects from the list of Restricted Electives (next page)
- 4.501 Creative Design Prototyping (12 units) or
- 4.502 Advanced Visualization: Architecture in Motion Graphics (12 units)
- 4.605 The Global History of Architecture, (HASS-A, 12 units) or
- 4.614 Building Islam, (HASS-A, 12 units) or
- 4.635 Early Modern Architecture and Art, (HASS-A, 12 units)
Restricted Electives

Two of the restricted electives listed below can be used to substitute for the final studio, 4.025 Architecture Design Studio 3.

Art, Culture and Technology (ACT)
- 4.307 Art, Architecture and Urbanism in Dialogue
- 4.322 Introduction to Three-Dimensional Art Work
- 4.341 Introduction to Photography and Related Media
- 4.354 Introduction to Video and Related Media
- 4.368 Studio Seminar in Public Art/Public Space

Building Technology (BT)
- 4.411 D-LAB Schools: Building Technology Laboratory
- 4.42J Fundamentals of Energy in Buildings
- 4.432 Modeling Urban Energy Flows for Sustainable Cities and Neighborhoods

Computation
- 4.504 Design Scripting
- 4.520 Visual Computing 1
- 4.521 Visual Computing 2

History, Theory, and Criticism of Architecture and Art (HTC)
- 4.601 Introduction to Art History
- 4.602 Modern Art and Mass Culture
- 4.651 Art Since 1940
Architecture Studios

Design studios are at the heart of architecture education, and MIT offers a broad range of studios devoted to design projects of increasing complexity.

Architecture Design majors take five studios sequentially. The maximum size of the 4.023, 4.024, and 4.025 studio sections is 12 students. At the beginning of each semester, every faculty member planning to teach a studio makes a short presentation of his/her program to the department at the Preview of Design Studios. The preview is generally held on Registration Day. The fifth studio is optional and can be substituted with two subjects chosen from the list of restricted elective classes.

4.021 or 4.02A Introduction to Architecture Design
12 UNITS, FALL OR 9 UNITS, IAP
The first studio provides an introduction to the architecture design process. Students develop skills that enable design creativity, thinking, representation, and development. Beginning with abstract exercises, the studio introduces techniques for designing and developing two-dimensional and three-dimensional form and space.

4.022 Architecture Design Foundations
12 UNITS, SPRING
The foundations course focuses on design methodologies, formal and spatial analysis, and the translation of creative conceptual strategies into architectural design propositions. The course provides instruction in design skills including digital and analogue representational techniques. Preference is given to Course 4 Majors and Minors.

4.023 Architecture Design Studio 1
24 UNITS, FALL, CI-M
The first advanced design studio provides instruction in architectural design and project development within design constraints including architectural program and site. Students engage the design process through various two-dimensional and three-dimensional media. Working directly with representational and model
making techniques, students gain experience in the conceptual, formal, spatial and material aspects of architecture. Instruction and practice in oral and written communication provided. Preference is given to Course 4 Majors and Minors.

4.024 Architecture Design Studio 2
24 UNITS, SPRING
The second advanced studio provides instruction in architectural design and project development with an emphasis on social, cultural, or civic programs. The studio builds upon the foundational design skills with more complex constraints and context and integrates aspects of architectural theory, building technology, and computation into the design process. Preference is given to Course 4 Majors and Minors.

4.025 Architecture Design Studio 3 (Optional)
24 UNITS, FALL
The final, optional design studio provides instruction in more advanced architectural design projects. Students develop integrated design skills as they negotiate the complex issues of program, site, and form in a specific cultural context. The studio focuses on how architectural concepts and ideas translate into built environments that transform the public sphere. It is designed to prepare students for graduate studies in the field. Preference is given to Course 4 Majors.

Eligibility Requirements for Studio & Minimum Grade Requirements
Course 4 Majors take studios 4.023 - 4.025 sequentially. Students’ names must appear on the studio eligibility lists to ensure participation. This list is posted online prior to Registration Day. Students should notify the department degree administrators if they believe there is an error in their status.

Promotion from one studio to the next is not automatic. Grades lower than “C” will jeopardize advancement in the architecture design studio sequence. Advancement eligibility rules ensure that students who enter advanced studios are well prepared.

Transferring into Architecture
No Course 4 undergraduate who enters the Department as a sophomore or first term Junior and is performing well should have to spend an extra semester at MIT to complete the program. Students who transfer into the Department may complete the degree on time by substituting the final studio, 4.025, with two restricted electives.
Above, Brian Huang generative drawing for 4.022 Architecture Design Foundations, Spring 2015. Brian studied the properties of electronic ink to produce these Processing sketches.

Right, Materials Science student Daniel Lizardo examined the logic of Martensitic phase transformations. Sara Falcone investigated macroscale capillaries, particularly the effects permeable materials have on fluid flows. These investigations led to a series of processing sketches based on material behavior. These sketches were part of the first drawing exercise for 4.022 Architecture Design Foundations, Spring 2015, taught by Skylar Tibbits.
Estelle Yoon analyzed the triple faced scarf splice, which is characterized by two interlocking pieces. One particular spatial relationship is scaled up to be the site for a second project. Yoon proposed a vertical circulation system to connect four distinct spaces while carefully orchestrating the sequence and framed views of the inhabitant.
Baily Zunaga’s project employs different orientations of a single geometry. As one moves through the building, she experiences the same space through a new perspective.
4.025 Architecture Design Studio 3: Platforms of Exchange in the Medina with Cristina Parreno Alonso asked students to design a Craft Factory in the Medina of Fez, Morocco. In her project ‘Wall as Landscape’, Yue Shao proposed a series of new walls which adjust to the existing context while bridging the river. The wall acts as an open boundary; together, the walls construct a new landscape, allowing new views of the city. Each ‘wall’ is also occupiable, creating a varied experience that echoes the narrow passageways of the existing urban fabric of the medina.

Above, plan of the project and city. Right, sectional perspective into one of the interiors, project’s relationship to existing streets, and view from the roof onto the city.
Senior Thesis (Optional)

The Senior Thesis is intended for students who wish to culminate their education with a challenge that demands advanced work and rewards them with portfolio material, research documents, and developed viewpoints on a topic of importance. It is optional for BSA degree students and can be used to fulfill 12 units of unrestricted elective requirements.

The nature of the work must be an original research or design project that involves additional learning of a substantive nature. The work must be documented with a written thesis completed to Institute specifications within the final term of the senior year.

Thesis preparation subjects are taken the fall prior to registering for thesis and will assist students in preparing a thesis proposal and choosing a supervisor.

- 4.119 Preparation for Undergraduate Architecture Design Thesis, a 12-unit class, is for students wishing to focus on a design thesis.
- 4.THTJ Thesis Research Design Seminar, a 12-unit, CI-M class is for students wishing to focus on a research thesis. It is jointly offered with DUSP 11.THTJ.

Both subjects are taken the fall prior to registering for thesis and will assist students in preparing a proposal and choosing a supervisor. Students may not enroll in Thesis (4.THU) without completing a thesis preparation subject.

The thesis supervisor may be a faculty member, lecturer, visiting faculty, or research scientist from within Course 4 or from another department within MIT. If chosen from a department other than Architecture, a faculty member within Course 4 willing to work in conjunction with the supervisor must be added to the proposal as a reader. No additional readers are required.

Upon satisfactory completion of the thesis, the supervisor will assign a grade. The grade will not be submitted to the Registrar until a copy of the final signed thesis document is submitted to the undergraduate administrator in Headquarters by the published thesis deadline. Thesis presentations will be scheduled at the end of the spring term in coordination with graduate reviews.
Anna Kaertner, BSA ’15, presents her thesis “The Olympics as a Social Opportunity: Integrated Social Housing in Rio de Janeiro.” Anna’s thesis considers the afterlife of the Olympic Village. The architectural and urban intervention activates the ground plane between planned residential towers to enforce interaction between socio-economic groups. Anna currently works at Höweler + Yoon Architecture. Photo: Justin Knight.
Anna Kaertner’s senior thesis, “The Olympics as Social Opportunity: Integrated Social Housing in Rio de Janeiro” addressed inequality in Olympic planning. The drawings exhibit two scenarios in which a new ground plan and circulation surround existing towers. This new surface creates space for public amenities and pathways for interaction between occupants: athletes, residents, and visitors. Programmatic interventions re-purpose Olympic facilities to introduce new public programs: a marketplace, sites for recreation, and civic programs such as a school, library, and an amphitheater.
Undergraduate Minor Programs

The Architecture Department offers four minors —

- **Design**
  MINOR ADVISOR — TERRY KNIGHT • 7-304 • 452-2922 • TKNIGHT@MIT.EDU

- **Architecture**
  MINOR ADVISOR — LES NORFORD • 5-418 • 253-8797 • LNORFORD@MIT.EDU

- **History of Architecture, Art and Design (HASS)**
  MINOR ADVISOR — KRISTEL SMENTEK • 3-305 • 253-5133 • SMENTEK@MIT.EDU

- **Art, Culture and Technology (HASS)**
  MINOR ADVISOR — AZRA AKSAMIJA • E15-231 • 324-4488 • AZRA@MIT.EDU

The **Minor in Design** provides a cohesive program of study that exposes students to the cross-disciplinary field of design. It provides a rigorous conceptual foundation in design along with strong design skills. Gives an introduction to design from concept to completion through contextual critical thinking, experimentation representation, and physical production techniques, critique, iteration and reflection.

The **Minor in Architecture** is designed to give students a foundation in the multidisciplinary study of the built environment. The minor allows students to pursue a focused program of study across the architecture department's diverse discipline groups.

The **HASS Minor in the History of Architecture, Art and Design** is designed to enable students to concentrate on the historical, theoretical, and critical issues associated with artistic and architectural production.

The **HASS Minor in Art, Culture and Technology** is designed for students interested in hands-on artistic practice and critical debate.

The **HASS Minor** is often an extension of the HASS concentration available in each of these disciplines. Students who successfully complete a minor program will have the field of study specified on their student transcript, thus giving recognition of focused work in the discipline. For more information on HASS Minors, visit SHASS.MIT.EDU/UNDERGRADUATE/MINORS.
Minor in Design

Take all three subjects from Group 1 and three subjects from Group 2.

Group 1 — Take 3 subjects

- 4.031 Design Studio: Objects and Interaction
- 4.032 Design Studio: Information and Visualization
- 4.101 Design Studio: Introduction to Design Techniques and Technologies

Group 2 — Take 3 subjects

Design, Technology, and Computation

- 4.110J Design Across Scales and Disciplines
- 4.411J D-Lab Schools: Building Technology Lab
- 4.500 Introduction to Design Computing
- 4.502 Advanced Visualization: Architecture in Motion Graphics
- 4.520 Visual Computing 1
- 2.007 Design and Manufacturing
- CMS.634 Designing Interactions
- EC.720J D-Lab: Design
- MAS.110 Fundamentals of Computational Media Design

Arts and Culture

- 4.301 Introduction to Artistic Experimentation
- 4.307 Art, Architecture and Urbanism in Dialogue
- 4.322 Introduction to Three Dimensional Art Work
- 4.341 Introduction to Photography and Related Media
  or
- 4.344 Advanced Photography and Related Media
- 4.602, Modern Art and Mass Culture
- 4.657 Design: The History of Making Things
- CMS.362, Civic Media Collaborative Design Studio

Total for Minor in Design = 6 subjects
4.031 Design Objects introduces students to the products, furniture, and other everyday accoutrements that shape daily experiences and the role technology plays in design.

Clockwise: Students studied designer Enzo Mari’s ‘Autoprogettazione’ to make easy-to-assembly furniture - first to produce a copy, and second, a variation. Credit: Aya Suzuki.; “irl: Design and Interaction” interpreted digital interactions as physical ones. Pictured: Yun Fu’s “Lamp that goes Ding and Dong”; “Deconstruction/Reconstruction”, asked students to use reverse engineering as a learning process. Credit: Aya Suzuki.
Minor in Architecture

Take all three subjects from Group 1 and either both subjects from Group 2 or three subjects from Group 3.

Group 1 — Take 3 subjects

- 4.021 Introduction to Architecture Design (Fall)
- 4.022 Architecture Design Foundations (Spring)
- 4.605 A Global History of Architecture (Spring)

Group 2 — Take 2 subjects

- 4.023 Architecture Design Studio 1 (Fall)
- 4.024 Architecture Design Studio 2 (Spring)

Group 3 — Choose 3 Subjects —

Two subjects may be chosen from rows A–D

A 4.110J · 4.211J · 4.231 · 4.250J
B 4.301 · 4.302 · 4.307 · 4.312 · 4.314 · 4.320 · 4.322 · 4.341 · 4.344 · 4.352 · 4.354 · 4.356 · 4.361 · 4.368 · 4.373
C 4.401 · 4.411J · 4.42J · 4.432 · 4.440J
D 4.500 · 4.501 · 4.502 · 4.504 · 4.520 · 4.522 · 4.550

Only one may be chosen from row E


Total for Minor in Architecture = 5 or 6 subjects
Aurimas Bukauskas, BSA ’15 presents his thesis “Whole-Timber Structural Systems: Naturally-Engineered High-Performance Structures.” Aurimas won the Carroll L. Wilson Award to further his research; he travelled to Scandinavia to examine forest management and the potential of whole timber structures. Photo: Justin Knight.
Minor in the History of Architecture, Art and Design (HASS Minor)

The program consists of six subjects arranged into three levels of study. Two are taken from Group 1, three from Group 2, and one from Group 3.

Group 1 — Take 2 subjects

History of Architecture — Choose one subject
   › 4.605 A Global History of Architecture
   › 4.614 Building Islam

History of Art — Choose one subject
   › 4.601 Introduction to Art History
   › 4.602 Modern Art and Mass Culture

Group 3 — Take 3 subjects

History of Architecture and Design
   › 4.603 Understanding Modern Architecture
   › 4.610 Civil Islamic Architecture
   › 4.657 Design: The History of Making Things

History of Art
   › 4.606 Visual Perception and Art
   › 4.635 Early Modern Architecture and Art
   › 4.641 19th-Century Art
   › 4.651 Art Since 1940
   › 4.671 Nationalism, Internationalism, and Globalism in Modern Art
   › 4.657 Design: The History of Making Things

Group 3 — Take 1 subject
   › 4.609 Seminar in History of Art and Architecture (or other advanced seminars with permission of the Minor Advisor; also, selected courses at Harvard and Wellesley)

Total for Minor in History of Architecture & Art = 6 subjects
Minor in Art, Culture And Technology (HASS Minor)

The ACT program consists of six subjects arranged into three levels of study. Two subjects are taken from each group.

Group 1 — Take 2 subjects

- 4.301 Introduction to Artistic Experimentation or
- 4.302 Foundations in Art, Design, and Spatial Practices

and one from the following list:

- 4.601 Introduction to Art History
- 4.602 Modern Art and Mass Culture
- 4.606 Visual Perception and Art
- 4.635 Early Modern Architecture and Art
- 4.641 19th-Century Art
- 4.651 Art Since 1940
- 4.671 Nationalism, Internationalism, and Globalism in Modern Art

Group 2 — Take 2 subjects

- 4.320 Introduction to Sound Creations
- 4.322 Introduction to Three-Dimensional Art Work
- 4.341 Introduction to Photography and Media
- 4.354 Introduction to Video and Related Media

Group 3 — Take 2 subjects

- 4.312 Advanced Studio on the Production of Space
- 4.314 Advanced Workshop in Artistic Practice and Transdisciplinary Research
- 4.344 Advanced Photography and Related Media
- 4.352 Advanced Video and Related Media
- 4.356 Cinematic Migrations
- 4.361 Performance Art Workshop
- 4.368 Studio Seminar in Public Art/Public Space
- 4.373 Advanced Projects in Visual Arts

Total for Minor in ACT = 6 subjects
Internships & Research Opportunities

Internships

In January during the Independent Activities Period (IAP), the Department organizes an internship program through which students work in architecture offices. This experience provides students with valuable hands-on training and an opportunity to improve skills while experiencing the inner workings of a professional architectural practice.

Internships require full-time work for the duration of IAP. Architecture Majors are eligible and encouraged to participate. Students register for 4.280, Undergraduate Architecture Internship during IAP (6 units, P/D/F) for work done in January. A planning meeting that outlines the application procedure is scheduled in the previous Fall term.

Undergraduate Research Opportunity Program (UROP)

The Department of Architecture has many Undergraduate Research Opportunity Program (UROP) projects, ranging from research in building technology (indoor air quality, building energy analysis, thermal comfort, ventilation systems) to computer graphics (visualization, image synthesis, computer-aided design) to architecture and art (public art projects, creating electronic media, museum installations).

For more information, contact the UROP Office at MIT. Tips on how to secure opportunities can be found on this site. Many students find success by inquiring directly with faculty in the Department that they are interested in working with.

The UROP Coordinator in Architecture is Larry Sass, 7-304 · lsass@mit.edu.
MISTI internships give students critical hands-on experience with the challenges of today's urban infrastructure, from design and sustainability, to the complex issues raised by megacities. MISTI students pursue their interests in architecture, conservation, urban planning, transportation, and antiquities, through programs at universities, government institutes, and world-renowned firms around the world. Rooted in the Mens et Manus tradition, MISTI matches MIT students with tailored internship, research opportunities abroad. MISTI's hands-on international learning experiences expand MIT's international reach while helping MIT students develop crucial global leadership skills. MISTI fosters strong intercultural connections and advances global innovation through student internships, faculty collaborations, and partnerships with industry leaders and governments around the world.

Featured Hosts

Architecture — Elemental, Santiago, Chile · Igarashi Design Interface Project, Tokyo, Japan · Issho Architects, Tokyo, Japan · Kobayashi Maki Design Workshop KMDW, Tokyo, Japan

Architecture & Planning — Universidad Adolfo Ibanez, School of Design, Design Lab, Santiago, Chile · Aga Khan Development Network, 328, India · Auroville Earth Institute, Tamil Nadu, India · Burt Hill-Stantec Consulting, Ahmedabad · Dalberg Global Advisors, Mumbai · Delhi Development Authority, Delhi · EMBARQ, Mumbai, Bangalore, Delhi · Erode Project, Tamil Nadu · Israel Antiquities Society/International Conservation Center · Acre, Israel · Design 1st, Kyoto, Japan · CTS Embarq Mexico, Mexico City · E.314, Guadalajara · Singapore University of Technology & Design SUTD, Singapore · Blanca Lleo, Madrid · Nabito Arquitectura, Barcelona · ETH Zürich, Zürich

Architecture, Construction, Civil Engineering — Sung Hong Kai Properties, Hong Kong

Architecture, Planning, Materials — Alang-Sosiya Ship Recycling Yard, Gujarat
Students travelled to Fez, Morocco with Instructor Cristina Parreño in October 2014 as part of the Senior Studio: Platforms of Exchange. Photo: Lina Kara’in.